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REMARKS

Claims 1-3 and 5-7 remain in this application. Claims 1-7 are rejected.

Claims 1, 3 and 5-7 are amended herein to clarify the invention.

Applicant herein traverses and respectfully requests reconsideration of the rejection of the claims cited in the above-referenced Office Action.

Claims 1-7 (in actuality claims 1-3 and 5-7 currently pending) are rejected under 35 U.S.C. § 102(a) as being anticipated by Junkin (US 5,860,862). Applicant herein respectfully traverses these rejections.

For a rejection to be sustained under §102(a) each and every element of the claimed invention must be disclosed in the cited prior art reference. It is respectfully submitted that the cited reference fails to disclose at least the following features and elements of the present invention as noted herein.

Applicant argued in the previous amendment filed on January 30, 2003 that the claimed invention was distinguished from the cited Junkin reference at least to the extent that it provided a feature whereby a transaction is simultaneously viewed by both players on their respective display devices. The Examiner states in the Response to Arguments set forth in the final Office Action at the top of page 4 that this feature, while argued, is not commensurate in scope with the claimed limitations, further noting that the feature of synchronous display of selection status is not

recited. Consequently, each of the independent claims is now amended to positively recite this feature lacking in Junkin.

Independent claims 1, 5, 6 and 7 are amended, and now particularly describe and distinctly claim at least one element not disclosed in the cited reference. Therefore, reconsideration of the rejections of claims 1, 5, 6 and 7, as well as claims 2 and 3 which depend from claim 1, and their allowance are respectfully requested.

In light of the foregoing, the application is now believed to be in proper form for allowance of all claims and notice to that effect is earnestly solicited. Please charge any deficiency or credit any overpayment to Deposit Account No. 10-1250.

Respectfully submitted,
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APPENDIX I

AMENDED CLAIMS WITH AMENDMENTS INDICATED THEREIN BY BRACKETS AND UNDERLINING

1. (Twice amended) A game system which allows users to play a common game in which at least one game element possessed by each of the users, among game elements expected to be used in the common game, is capable of being transacted between the users in the common game, the game system comprising:

at least two game machines each possessed by each of the users and communicative with one another in a manner permitting data exchange therebetween, each of the at least two game machines comprising:

a possession information storage device for storing possession information for identifying a possession state of the game elements concerning each of the users of each of said at least two game machines;

a discrimination device for discriminating a first game machine representative of a side which delivers a particular game element of the game elements and a second game machine of a side which receives the particular game element, from said at least two game machines;

a transaction information providing device for providing transaction information for discriminating game elements acquirable to a user of the second game machine from game elements possessed by a user of the first game machine, to the second game machine, based on the possession information corresponding to the user of the first game machine;

a presentation device for presenting the acquirable game elements to the user of the second game machine via a display device of the second game machine, based on the transaction information;

a transaction subject selection device for selecting at least one game element to be actually acquired by the user of the second game machine,

from the acquirable game elements in response to a predetermined selection and decision operation on an input device of the second game machine;

an information update device for updating the possession information so as to add the selected game element to game elements possessed by the user operating the second game machine, in response to the selection of the game element conducted by the transaction subject selection device;

an operation information providing device for providing operation information for identifying a situation of the selection and decision operation from the second game machine to the first game machine; and

a selection situation display device for displaying a situation of selection of the game element on a display device of the second game machine in response to the selection and decision operation, and displaying a situation of selection of the game element on a display device of the first game machine, based on the operation information in synchronization with the displaying of the situation of selection of the game element on the display device of the second game machine.

5. (Twice amended) A game data exchange control method applied to a game system, the game system including game machines which allow users to play a common game by utilizing data exchange via a communication device, at least one game element possessed by a user of each game machine, among game elements expected to be used in the game, being made capable of being transacted between users in the common game, the game data exchange control method comprising the steps of:

producing possession information for identifying a possession state of the game elements concerning a user of each game machine;

discriminating a first game machine of a side which delivers the game element and a second game machine of a side which receives the game element, from the plurality of game machines;

providing transaction information for discriminating game elements acquirable to a user of the second game machine from game elements possessed by a user of the first game machine, to the second game machine, based on the possession information corresponding to the user of the first game machine;

presenting the acquirable game elements to the user of the second game machine via a display device of the second game machine, based on the transaction information;

selecting at least one game element to be actually acquired by the user of the second game machine, from the acquirable game elements in response to a predetermined selection and decision operation on an input device of the second game machine;

updating the possession information so as to add the selected game element to game elements possessed by the user operating the second game machine, in response to the selection of the game element;

providing operation information for identifying a situation of the selection and decision operation from the second game machine to the first game machine; and

displaying a situation of selection of the game element on a display device of the second game machine in response to the selection and decision operation, and synchronously displaying a situation of selection of the game element on a display device of the first game machine, based on the operation information.

6. (Twice amended) A game machine for allowing a user of the game machine to play a common game with another user of a different game machine by utilizing data exchange via a communication device, at least one game element possessed by each of users of the game machine and the different game machine,

among game elements used in the game, being made capable of being transacted between the users in the common game, the game machine comprising:

 a possession information storage device for storing possession information identifying a possession state of the game elements concerning the user of the game machine;

 a discrimination device for recognizing the game machine as being one of a first game machine of a side which delivers the game element and a second game machine of a side which receives the game element, and recognizing the different machine as being a remaining one of said first and second game machines;

 a transaction information providing device, responsive to recognition of the game machine as the first game machine, for providing transaction information for discriminating game elements acquirable to a user of the different game machine from game elements possessed by a user of the game machine, to the different game machine, based on the possession information;

 a presentation device, responsive to recognition of the machine as the second game machine, for presenting the acquirable game elements to the user of the game machine via a display device of the game machine, based on the transaction information for discriminating game elements acquirable to the user of the game machine provided by the different game machine;

 a transaction subject selection device, responsive to a predetermined selection and decision operation conducted on an input device of the game machine in response to the presentation of the game elements to the user of the game machine, for selecting at least one game element to be actually acquired by the user of the game machine, from the acquirable game elements, and providing selection result information identifying the selection result to the different game machine;

 an information update device, responsive to selection of the game element conducted by the user of the game machine based on the transaction information provided by the different game machine, or responsive to provision of selection

result information identifying the selection result of the game element from the different game machine in response to the provision of the transaction information to the different game machine, for updating the possession information, based on the selection result

an operation information providing device, responsive to recognition of the game machine as the second game machine, for providing operation information for identifying a situation of the selection and decision operation from the game machine to the different game machine; and

a selection situation display device responsive to recognition of the game machine as the second game machine, for displaying a situation of selection of the game element on a display device of the game machine in response to the selection and decision operation, and, responsive to recognition of the game machine as the first game machine, for displaying a situation of selection of the game element on a display device of the game machine, based on the operation information in synchronization with the displaying of the situation of selection of the game element on the display device of the second game machine.

7. (Twice amended) A computer readable storage medium having a program recorded thereon, the program allowing a user of a game machine to play a common game with another user of a different game machine by utilizing data exchange via a communication device, and the program making it possible to transact at least one game element possessed by each of users of the game machine and the different game machine, among game elements used in the game, between the users in the common game, the program being formed so as to make a computer included in the game machine perform the steps of:

storing possession information for identifying a possession state of the game elements concerning a user of the game machine;

recognizing the game machine as being one of a first game machine of a side which delivers the game element and a second game machine of a side which receives the game element, and recognizing the different machine as a remaining one of said first and second game machines;

responsive to recognition of the game machine as the first game machine, providing transaction information for discriminating game elements acquirable to a user of the different game machine from game elements possessed by a user of the game machine, to the different game machine, based on the possession information;

responsive to recognition of the game machine as the second game machine, presenting the acquirable game elements to the user of the game machine via a display device of the game machine, based on the transaction information for discriminating game elements acquirable to the user of the game machine provided by the different game machine;

responsive to a predetermined selection and decision operation conducted on an input device of the game machine in response to the presentation of the game elements to the user of the game machine, selecting at least one game element to be actually acquired by the user of the game machine, from the acquirable game elements, and providing selection result information identifying the selection result to the different game machine;

responsive to one of selection of the game element conducted by the user of the game machine based on the transaction information provided by the different game machine and to provision of selection result information identifying the selection result of the game element from the different game machine in response to the provision of the transaction information to the different game machine, updating the possession information, based on the selection result;

responsive to recognition of the game machine as the second game machine, providing operation information for identifying a situation of the selection and decision operation from the game machine to the different game machine; and

responsive to recognition of the game machine as the second game machine, displaying a situation of selection of the game element on a display device of the game machine in response to the selection and decision operation, and, responsive to recognition of the game machine as the first game machine, synchronously displaying a situation of selection of the game element on a display device of the game machine, based on the operation information.